

Please REPLACE the paragraph beginning at page 7, line 1, as follows:

A<sub>2</sub> To start with, an architecture of a label address translating device in the embodiment of the present invention will be explained referring to FIGS. 2 through 5. FIG. 1 is a diagram showing a construction of a label address translating device 10. FIG. 2 is a diagram showing one example of a source code of a program 20 shown in FIG. 1. FIG. 3 is a diagram showing one example of a code obtained by compilation of the program. FIG. 4 is a diagram one example of a label table 32 illustrated in FIG. 1. FIG. 5 is a diagram showing one example of a code in which an address is rewritten by a label address translating unit 18 shown in FIG. 1.

Please REPLACE the paragraph beginning at page 8, line 4, as follows:

A<sub>2</sub> A source code 28 of the program 20 is described by use of a label name (LABEL\_B) in a predetermined language, e.g., an interpreter language (see FIG. 2). Further, the source code 28 is encoded by an interpreter contained in the source code 28 (see FIG. 2). The encoded program 20 is developed on the main memory 14 and executed by the CPU 12.

Please REPLACE the paragraph beginning at page 10, line 15, as follows:

A<sub>3</sub> According to the label address translating device 10, when recognizing the invalid data during the execution of the program 20 by the program execution unit 16, the label address translating unit 18 starts up the exception handler 22. Subsequently, the exception handler 22 obtains the effective address from the label defined in the program 20 by referring to the label table 32 and sets the thus obtained effective address in the program 20. Namely, the CPU 12, upon recognizing the invalid data, executes the exception handling and the normal processes thereafter.

Please REPLACE the paragraph beginning at page 11, line 25, and continuing through page 12, line 7, as follows:

A<sub>4</sub> As shown in FIG. 7, the CPU 12, upon recognizing the invalid data during the execution of the program 20, starts up the exception handler 22 (S11). The exception handler 22 refers to the label table 32, thereby obtaining the effective address, wherein the address of the command